PlayStation
NTSC U/C
PlayStation
MEGAMAN X6
CAPCOM
EVERYONE
CONTENT RATED BY ESRB
SLUS-01395

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN X6 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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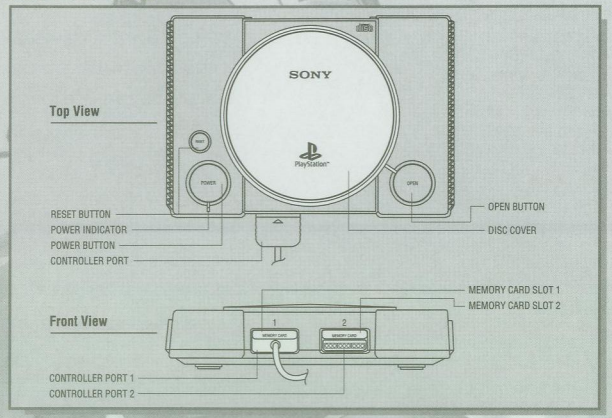
SETTING UP



PLAYSTATION® GAME CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

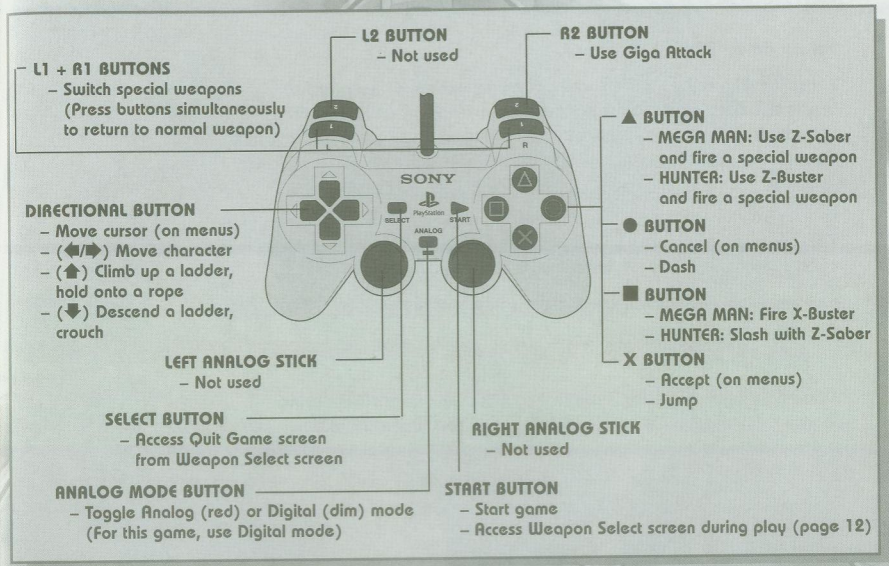
Insert the **MEGA MAN™ X6** disc and close the Disc Cover. Insert a game controller into Controller Port 1 and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a memory card into MEMORY CARD slot 1 of the PlayStation game console **BEFORE** starting play. (If you do not have a memory card, the game will allow you to play without saving game settings and results.)

See page 18 for more information on saving game data.

CONTROLS (default)


L1 + R1 BUTTONS
– Switch special weapons (Press buttons simultaneously to return to normal weapon)
L2 BUTTON
– Not used
R2 BUTTON
– Use Giga Attack
▲ BUTTON
– MEGA MAN: Use Z-Saber and fire a special weapon
– HUNTER: Use Z-Buster and fire a special weapon
DIRECTIONAL BUTTON
– Move cursor (on menus)
– (⬅/➡) Move character
– (⬆) Climb up a ladder, hold onto a rope
– (⬇) Descend a ladder, crouch
● BUTTON
– Cancel (on menus)
– Dash
■ BUTTON
– MEGA MAN: Fire X-Buster
– HUNTER: Slash with Z-Saber
X BUTTON
– Accept (on menus)
– Jump
LEFT ANALOG STICK
– Not used
SELECT BUTTON
– Access Quit Game screen from Weapon Select screen
RIGHT ANALOG STICK
– Not used
ANALOG MODE BUTTON
– Toggle Analog (red) or Digital (dim) mode (For this game, use Digital mode)
START BUTTON
– Start game
– Access Weapon Select screen during play (page 12)
SONY
SELECT
PlayStation
START
ANALOG

▷ To change the default button assignments, use the Button Config option in Option mode (page 18) or the Weapon Select screen (page 12).

▷ You can turn the DUALSHOCK® analog controller vibration function ON/OFF from the Button Config option.

▷ Press the SELECT and START buttons simultaneously to reset the game and return to the Title screen.

▷ Press the SELECT button to access the Quit menu from the Weapon Select screen.

▷ When playing on the PlayStation®2 computer entertainment system, set the PlayStation Driver's Texture Mapping and Disc Speed to STANDARD.

REPLOID THREAT!

Future time: AD 21XX ...

Three weeks ago, Sigma's evil scheming set off a "colony fall incident." Zero's death protected the Earth from colliding with the plummeting colony, but Earth was scorched beyond saving, devastated by the severe effects of the Sigma Virus ...

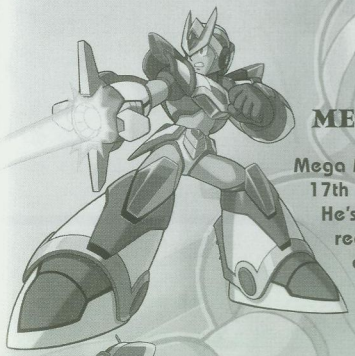
Following the attack, all humans had to retreat underground to escape the toxic pollution blanketing Earth's surface. The pollution has now cooled enough to be measured and contained, and Reploids have begun the recovery operation.

But today, Mega Man X receives a frantic message from Alia:

"X! A huge Reploid is running out of control! Get over here ASAP!"

The dangerous Reploid, believed to have disintegrated during Sigma's attack, has reappeared! X heads to the battlefield armed with Zero's Z-Saber. Can he defeat the Reploid for good this time?

HEROES

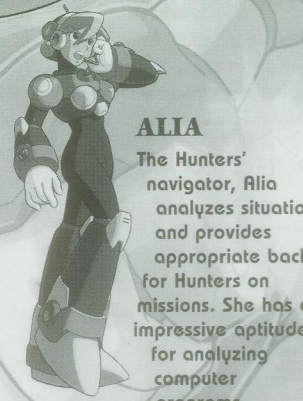


MEGA MAN X

Mega Man X leads the 17th Reploid Hunter Unit. He's working on the Earth recovery operation with other Hunters when he receives Alia's SOS.

ZERO

Zero once headed up 0 Unit. A special A-class Hunter, he single-handedly saved Earth from destruction. He has been missing since the Sigma incident. Few believe he'll ever be found.

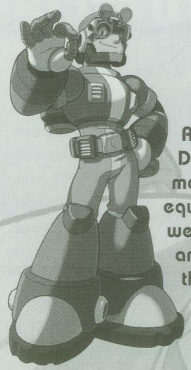


ALIA

The Hunters' navigator, Alia analyzes situations and provides appropriate backup for Hunters on missions. She has an impressive aptitude for analyzing computer programs.

SIGNAS

A young Hunter general, Signas has gained the corps' trust and loyalty with his cool judgment and level-headed leadership.



DOUGLAS

An expert mechanic, Douglas devises and maintains all the Hunters' equipment, including weapons, vehicles and facilities. He has thrown himself into the recovery operation with fierce dedication.

ISOC

Scientist Reploid Isoc pulls together an investigative team to resolve the mystery of the "Nightmare Phenomenon."

GATE

Once considered a genius in Reploid development, Gate has lately been shunned in scientific circles because his research was misunderstood. His luck begins to change when he discovers something interesting ...

HIGH MAX

High Max leads an investigative team created by Isoc. His abilities are said to surpass X's and Zero's — yet no one knows why he was created!

STARTING A GAME

MODE SELECT

Press the START button in the Title screen to display the Mode Select screen. Press the directional button ⬆/⬇ to highlight a game mode and press the START or X button to confirm.

- ▷ **GAME START** – Start a new game.
- ▷ **CONTINUE** – Play on a previously saved game, starting from the point where you saved (page 18). Insert a memory card containing saved game data into MEMORY CARD slot 1 before continuing.
- ▷ **OPTION** – Adjust various settings (page 18).

STAGE SELECT

The Stage Select screen offers three modes: STAGE SELECT, PARTS EDIT and RESCUE FILE. Use the L1 and R1 buttons to toggle between the modes.

- ▷ **STAGE SELECT** – Choose a stage and then choose your character. After clearing the opening stage, you can choose from additional game stages.
- ▷ **PARTS EDIT** – Power-up your character by equipping Power-Up Parts you receive from the Reploids you rescue (page 15).
  - ▷ Select the character you want to equip.
  - ▷ Select a Power-Up Part to equip from the Parts Panel. The part you choose is displayed in the Part Area. (The Number and types of Power-Up Parts that can be equipped depend on the character's Hunter Rank.)
  - ▷ To unequip a part, choose it again.
- ▷ **RESCUE FILE** – Inspect the Reploid data you've rescued. You must rescue at least one Reploid in order to view the Rescue File.

BASIC ACTIONS

MEGA MAN X

- **X-BUSTER** – Press the Attack button (■ button default) to fire. Hold the button for awhile and release to fire a charge shot.
- **SPECIAL WEAPON ATTACK** – Press the Special Weapon button (▲ button default) while a Special Weapon is equipped to attack with it.
- **Z-SABER** – Press the Special Weapon button (▲ button default) while a Special Weapon is NOT equipped. Certain enemies can only be defeated with Z-Saber.

THE RESURRECTED HUNTER

If you meet certain conditions during gameplay, an unidentified expert Hunter will appear! Most facts about him remain a mystery, though it's said he's a special A-class Hunter.

- **Z-SABER** – Press the Attack button (■ button default) to slash. Perform a powerful combo by pressing repeatedly with correct timing.
- **Z-BUSTER** – Press the Special Weapon button (▲ button default) while on the ground to fire.
- **AIR DASH** – Press the Dash button (● button default) or quickly press the directional button ⬅/➡ twice while in the air. Press the Jump button (X button default) again to perform a Double Jump. Air Dash is not available during a Dash Jump (page 9).

MEGA MAN X AND THE HUNTER

- **JUMP** – Press the Jump button (X button default). You can jump higher by holding the Jump button longer.
- **DASH** – Press the Dash button (● button default) on the ground or quickly press the directional button ⬅ or ➡ twice.
- **WALL KICK** – Hold a directional button toward the wall and press the Jump button.
- **DASH JUMP/DASH WALL KICK** – Hold down the Dash button (● button default) while jumping or performing a Wall Kick to jump longer than a normal jump.
- **CROUCH** – Press the directional button ⬇ on the ground. While crouching, you can perform a crouching attack.
- **ROPE HOLD** – Press the directional button ⬆ near a rope. While holding onto a rope, you can move with the directional buttons. Press the Jump button (X button default) to get off a rope.

SPECIAL DNA MOVES

Your character can acquire Special Moves by analyzing DNA Programs from boss characters. Once you have Special Moves, use the controls below to perform them. You can check the descriptions in the Weapon Select screen (page 12).

- **RAKUKOJIN** – During a jump: ↓ + ■ button
  Perform a crash-dive attack with Z-Saber. Z-Saber releases the power of steel when landing.
- **HYOROGA** – On the ground: ↑ + X button
  Jump straight up and grab hold of the ceiling above you. You can perform a special attack while holding onto the ceiling.

OTHER SPECIAL ACTIONS

- **TURN AROUND SLASH** – Press the directional button away from the enemy while attacking to cancel the attack and perform the Turn Around Attack. This is useful when you are surrounded by enemies.
- **CROUCHING CANCEL** – Press the directional button ↓ while attacking to cancel the attack and crouch.

  Note: Certain attacks and Special Moves cannot be canceled.

GAME SCREEN

The Game screen shows the following indicators:

- **LIFE ENERGY GAUGE** – Your character's remaining energy.
- **REMAINING CHARACTERS** – Your number of remaining characters.
- **BOSS ENERGY GAUGE** – Boss character's remaining energy and level (appears only when you're fighting a boss character).
- **WEAPON ENERGY GAUGE** – Remaining energy of the weapon currently in use.
- **WEAPON ICON** – When you're using a Special Weapon, the weapon icon and remaining energy are displayed.
- **BOSS LEVEL** – Boss character's level.
- **ALIA'S MESSAGE** – Alia gives you support messages at certain points in the game.

WEAPON SELECT SCREEN

Press the START button during gameplay to access the Weapon Select screen. The Special Weapons and Special Moves you have acquired are shown on this screen.

- **PLAYER INFO** – You'll see the number of characters remaining, your life, current Hunter rank, Power-up Parts equipped and number of sub-tanks you have. Select a sub-tank and press the **X** button to use it.
- COMMAND ICONS
  - **RETURN** – Return to the game.
  - **EXIT** – Exit a stage you have completed.
  - **ADJUST** – Display Adjust screen.
  - **BUTTON CONFIG** – Change button assignments.

MISSION REPORT SCREEN

When you complete a stage, Alia shows your performance results, your current Hunter ranking, items acquired and so on.

- **MISSION REPORT**
  - **CLEAR TIME** – How long it took to complete the stage.
  - **MAVERICKS DEFEATED** – Number of Reploids defeated.
  - **DAMAGE RECEIVED** – Total damage your character took.
  - **SOULS OBTAINED** – Total Nightmare Souls acquired (page 14).
  - **HUNTER RANK** – Total grade for your performance.
- **GET REPORT**
  - **ACQUIRED WEAPON** – Weapon you gained in the stage.
  - **SPECIAL WEAPON DESCRIPTION** – How to use the weapon.
  - **ACQUIRED SPECIAL MOVE** – Special Move you gained in the stage.
  - **SPECIAL MOVE DESCRIPTION** – How to use the Special Move.
- **RESCUE REPORT**
  - **RESCUED REPLOIDS** – Reploids you rescued in the stage.
  - **ACQUIRED ITEMS** – Items given by Reploids and Armor Files found in the stage.
  - **COMPLETED ARMOR** – This message appears when you complete a set of armor.
- **BOSS REPORT** – You'll see information about the boss character you defeated, followed by a command list:
  - **SAVE** – Access the Save screen (page 18).
  - **STAGE SELECT** – Access the Stage Select screen.
  - **QUIT GAME** – Return to the Title screen.

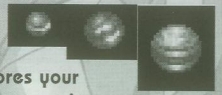
ITEMS

LIFE ENERGY

This is found in three sizes and restores your character's life in small, medium or complete amounts.

WEAPON ENERGY

This is found in three sizes and restores your character's weapon energy in small, medium or complete amounts.



SUB-TANK

Life Sub-Tanks and Energy Sub-Tanks restore Life or Weapon Energy. You can store Energy Items in a Sub-Tank. The Sub-Tank itself is not lost when used.

1UP

Adds to your remaining characters, up to a total of nine characters.

LIFE UP

Adds to your character's maximum life.

EX ITEM

Increases the starting number of your characters from three to five.

INJURED REPLOIDS

These normal Reploids are captured by enemy Reploids. Some of them are possessed by a Nightmare.

NIGHTMARE SOULS

These appear when you defeat a Nightmare. By acquiring one of these items you earn points and increase your Hunter rank.

POWER-UP PARTS

Power-Up Parts are divided into three categories:

- ▷ **NORMAL PARTS** – Both X and the Hunter can equip these.
  - ▷ **LIFE UP** – Increases your character's maximum life.
  - ▷ **ENERGY UP** – Increases the maximum energy of your character's weapon.
  - ▷ **DOUBLE BARRIER** – Lengthens the invincibility time after your character takes damage from an enemy attack.
- ▷ **EXCLUSIVE PARTS** – Only one character (either X or the Hunter) can equip these.
  - ▷ **MASTER WEAPON** – X only. Increases the attack power of Special Weapons.
  - ▷ **MASTER SABER** – The Hunter only. Increases the attack power of Special Moves.
- ▷ **LIMIT PARTS** – Your character can equip one of these in addition to the maximum number of other equipment. (The total amount of equipment allowed depends on your character's Hunter rank.)

  Note: You can equip a Limit Part in the Weapon Select screen (page 12). Once you use a Limit Part, you cannot reuse it until you exit the stage.

X'S ARMOR POWER-UPS

You can create armor by acquiring data files found in Light Capsules hidden somewhere in each stage. To create armor you must collect four pieces of data: HEAD, BODY, ARM and FOOT. You equip armor in the Character Select screen before starting a level. You cannot change your character's armor once a stage begins. Each armor provides different abilities and number of maximum equippable parts. Figure out which armor is most effective in any given situation.

Note: The Hunter can acquire data but cannot equip armor.

- **FALCON ARMOR** – X is initially equipped with this armor, which was reconstructed from backup data after Mega Man X's battle against Sigma. With this armor:
  - You can charge your Special Weapon for a more powerful attack by holding down the Special Weapon button (▲ button default).
  - You can perform Air Dash by pressing the **X** or ● button during a jump.
- **BLADE ARMOR** – A supremely powerful armor with both extreme attack ability and high mobility. With this armor:
  - You can perform Charge Saber by pressing ↑ and pressing the Special Weapon button after charging X-Buster. Charge Saber disintegrates some enemy bullets.
  - You can perform Mach Dash by pressing the **X** or ● button + a directional button. The longer you hold down the button, the longer **X** moves. He also becomes invincible for a short time during Mach Dash.

RIDE ARMOR

In certain stages, your character can move on a Ride Armor.

RIDE ARMOR: RAIDEN

Move close to the Ride Armor to get on it. To dismount, press the directional button ↑ + the Jump button (**X** button default).

While on the Ride Armor, press the Attack button (■ button default) to punch. By repeatedly pressing the Attack button with the correct timing, you can perform a combo. Hold the Attack button briefly and then release it to perform a more powerful attack. While your character is on the Ride Armor, it takes damage (instead of your character) when hit. After taking a certain amount of damage, the Ride Armor breaks.

ALIA'S HINTS

- **RESCUE THE REPLOIDS!** – "You will sometimes encounter Reploids who failed to escape. If you help them, they will heal your character's life and weapon energy, and sometimes give you Power-up Parts!"
- **FEAR OF NIGHTMARE** – "Stages affect each other with the Nightmare Phenomenon. If you go to a later stage, something will change in earlier stages. Experiment by going back to a stage you already completed. Is anything different?"
- **USE SPECIAL WEAPONS!** – "Each boss is affected by a certain Special Weapon. Some bosses can be damaged only by Special Weapons!"
- **LISTEN TO ALIA'S MESSAGES** – When an icon is displayed in the lower left corner of the screen, press the SELECT button to hear Alia's special hint message!

OPTION MODE

To enter Option mode, choose OPTION in the Title screen. Press the directional button ↑/↓ to choose an option and ←/→ to change the setting. Press the X button to confirm.

- ▷ **GAME LEVEL** – Adjust the difficulty level.
- ▷ **GAME SPEED** – Adjust the game speed.
- ▷ **BUTTON CONFIG** – Change the button assignments. When AUTO CHARGE is ON, your shot is automatically charged when the Attack button (■ button default) is NOT pressed (Mega Man X only). When RAPID FIRE is ON, you can shoot rapidly by holding down the Attack button. When DEMO VOICE is ON, you will hear the Japanese voice during the demo sequences. You can also turn the DUALSHOCK® analog controller vibration function ON/OFF.
- ▷ **SOUND MODE** – Choose STEREO or MONAURAL depending on your speaker.
- ▷ **SOUND TEST** – Sample game music.

SAVING & LOADING GAME DATA

- ▷ **SAVING GAME DATA** – Saving game data requires one free block in your memory card. Make sure to insert the memory card into MEMORY CARD slot 1 before starting the game. When you complete a stage, select MEMORY CARD slot 1 in the Mission Report screen (page 13) to save your game progress (except for number of remaining characters) and Option mode settings. You can save up to eight files.
- ▷ **LOADING GAME DATA** – You can load previously saved game data to continue play from the point where you saved. Select CONTINUE in the Mode Select screen (page 7), and select LOAD FROM MEMORY CARD. In the Load Data screen, select the saved game you want to play.

IMPORTANT: Do not remove the memory card or reset or turn off your PlayStation game console while saving or loading. Doing so may destroy your saved data.

BOSS CHARACTERS

Commander Yammark

Created for a special forest project, Commander Yammark used to be the leader of an observation team. He has small dragonfly-shaped Mechaniloids that wait on him hand and foot so he can observe nature in every nook and cranny.

X – YAMMARK OPTION
Dragonfly-shaped mini robots protect X. Press the ▲ button to activate and fire the weapon.

HUNTER – YAMMARK OPTION

X – ICE BURST
X launches an ice chunk with turns into a foothold upon landing.

HUNTER – HYOROGA

Blizzard Wolfang

Blizzard Wolfang previously led an arctic exploration team. He has a strong sense of responsibility and is trusted by his team members. Being a Reploid for cold areas, his sharp claws prevent him from slipping, even on ice.

Blaze Heatnix

This Reploid was originally created to search the hot spots (sources of lava) deep inside Earth. Currently he belongs to a disaster countermeasure team whose mission is to minimize the effects of a volcano that has recently shown signs of erupting.

X – MAGMA BLADE
X launches a fiery wave from Z-Saber.

HUNTER – SHOUENZAN

Metal Shark Player

Metal Shark Player started out as member of a recycle research team. He can recycle debris of disposed Reploids and transform it into usable material for creating new Reploids. He has a high DNA research ability and has been entrusted to manage a recycle factory.

X – METAL ANCHOR
X launches an anchor which ricochets from the ground and walls.

HUNTER – RAKUKOJIN

Rainy Turtloid

Rainy Turtloid was once a member of a water quality improvement team. This amphibious Reploid's job is to examine water in the sea and rivers. Since his shell takes no damage even from acid rain, he can investigate even the A-level pollution areas that others are forbidden to enter.

X – METEOR RAIN
X launches an ascending water ball which rebounds when it hits the ceiling. When the weapon is charged, multiple water balls fall from the ceiling.

HUNTER – ENSUIZAN

Ground Scaravich

This treasure hunter collects data from ancient ruins. Since he has visited numerous ruins, he has become a target for many Hunters. Recently he has been secretly investigating the forbidden land.

X – GROUND DASH
X creates a rock and pulverizes it with explosive gear. This weapon can destroy certain boulders.

HUNTER – SENTSUIZAN

Shield Sheldon

This Reploid was once a VIP bodyguard. He has worked for chiefs of various research facilities where his excellent work was highly valued. Since his shields reflect any attacks, he never fails to perform his job.

X – GUARD SHELL

X creates a mirror which absorbs or reflects enemy bullets. Use the directional buttons to select a site where you'll create a mirror.

HUNTER – GUARD SHELL

X – RAY ARROW

X emits a laser beam that reflects off a wall. It will also create a rope when used in certain areas.

HUNTER – REKKOHA

Infinity Mijinion

Infinity Mijinion was a test pilot for a huge Humanoid weapons development organization. Thanks to a photo-conductive material built into his body, he has a processing ability comparable to several super computers. He can collect and analyze data on various weapons in a very short time.

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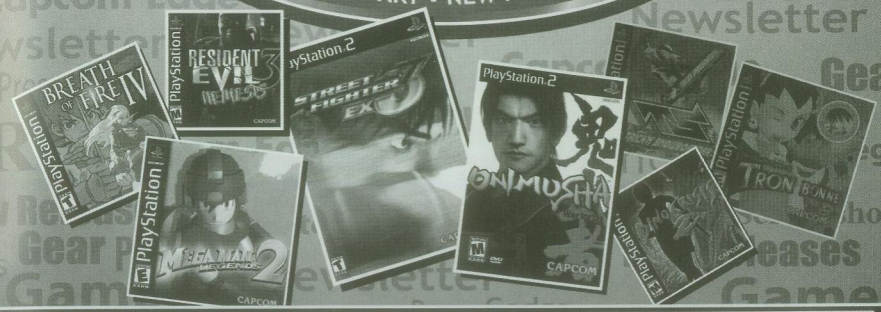

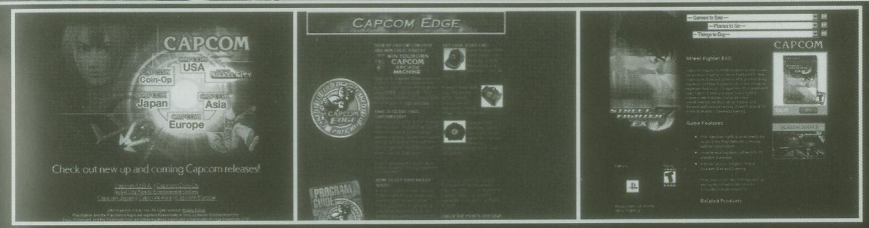

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MEGA MAN™ X6

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